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concl.  
a game environment arranger, which reads out the personal information of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the personal information;

wherein the player identifier identifies the player using image recognition techniques, and

wherein the personal information includes parameters of play of the game.

sub 2  
Claim 7 (Amended). A network system for setting up a game environment, comprising:  
a common host apparatus;  
a plurality of game machines communicatively connected to the host apparatus;  
a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;  
a data storage, which is provided in the host apparatus, and stores personal information of a plurality of players which have been played the game;  
a data communicator, which is provided in the host apparatus, and transmits the personal information of the player identified by the player identifier, from the data storage to at least one of the game machines; and  
a game environment arranger, which is provided in the respective game machines, receives the personal information transmitted from the host apparatus, and automatically sets up a game environment based on the received personal information;  
wherein the player identifier identifies the player using image recognition techniques, and  
wherein the personal information includes parameters of play of the game.

Amendment Under 37 C.F.R. § 1.111  
Serial No. 09/855,020

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Art Unit 3714

B<sup>3</sup>  
9. (Amended) The network system as set forth in claim 7, wherein the host apparatus and the respective game machines are connected via a wide area computer network to play a network game provided on the wide area computer network.